

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Previously presented) A method for conducting a computer-based game by a computer system, the game including one or more players, each player associated with at least one game card having a plurality of selectable content, the method comprising acts of:

providing, to at least one of the one or more players, the at least one game card having a pattern, wherein the pattern includes a plurality of rows and a plurality of columns, at least one row or at least one column including a cell that contains a blank spot, a cell that contains a numbered spot, and a cell that contains a free spot;

determining, by the computer system, prior to a game session, a winning pattern;

drawing the winning pattern from a predetermined set of cell content, wherein the winning pattern includes at least one of the cell that contains the blank spot and the cell that contains the free spot;

determining that the pattern matches the winning pattern; and

determining a payout.

2. (Previously presented) The method according to claim 1, wherein the act of determining the payout further comprises an act of determining the payout based upon fixed odds of winning.

3. (Previously presented) The method according to claim 1, wherein the act of determining the payout further comprises an act of determining the payout based upon variable odds of winning.

4. (Canceled)

5. (Previously presented) The method according to claim 1, wherein content of the at least one game card is unique.
6. (Original) The method according to claim 1, wherein the game session is conducted without interaction of the at least one player.
7. (Original) The method according to claim 1, further comprising an act of providing for an entry of the at least one player in the game using an alternative method of entry (AMOE).
8. (Previously presented) The method according to claim 1, wherein the act of determining the payout includes determining, from a predetermined payout table, a payout to the at least one player.
9. (Previously presented) A game having an associated game session, the game comprising:
 - one or more game pieces assigned to each player, wherein each game piece includes one or more game cards, wherein each of the one or more game cards includes a plurality of cells arranged in a pattern, wherein each of the one or more game pieces includes a set of game cards having a same set of game patterns, and wherein the cells of each of the one or more game cards contain content chosen randomly from a predetermined set of cell content;
 - the pattern including a plurality of rows and a plurality of columns, each row or each column including a cell that contains a blank spot, a cell that contains a numbered spot, and a cell that contains a free spot;
 - a winning cell matching pattern for the game session, wherein the winning pattern includes at least one of the cell that contains the blank spot and the cell that contains the free spot;
 - a fixed number of winning cell content drawn from a known set of content; and
 - a payout based upon a predetermined payout table.
10. (Original) The game according to claim 9, wherein every game piece assigned in a game session is unique.

11. (Original) The game according to claim 9, wherein every game piece includes a set of game cards having at least one of different card patterns, a winning pattern, and cell content.
12. (Original) The game according to claim 9, wherein every game piece is made up of a set of game cards having at least one of a same card pattern, a winning pattern, and cell content.
13. (Original) The game according to claim 9, wherein every card in a game session is unique.
14. (Original) The game according to claim 9, wherein the cell content includes at least one of a number, a letter, a shape, a symbol, a color, a logo and a drawing.
15. (Original) The game according to claim 9, wherein each cell of each game card contains content unique to each respective game card.
16. (Original) The game according to claim 9, wherein the cell content may be at least one of a free, a blank and a wild spot.
17. (Original) The game according to claim 9, wherein the predetermined set of symbols is divided into subsets, at least one of which is assigned for use in a particular group of cells.
18. (Original) The game according to claim 17, wherein the game card is a bingo game card.
19. (Original) The game according to claim 9, wherein the player pays to play with at least one of money and loyalty points.
20. (Original) The game according to claim 19, wherein the player pays by at least one of cash, a debit card, a credit card, an account credit, and a loyalty program credit.

21. (Original) The game according to claim 9, wherein the player is permitted to subscribe to play multiple game sessions.
22. (Original) The game according to claim 21, wherein the player is permitted to automatically renew the subscription.
23. (Original) The game according to claim 9, wherein each player plays against an operator of the game.
24. (Original) The game according to claim 9, wherein each player is not required to observe the game session in order to play the game.
25. (Original) The game according to claim 9, wherein each player is permitted to observe the game session.
26. (Previously presented) The game according to claim 25, wherein each player is permitted to observe on at least one of a television, a personal computer, a kiosk, a handheld device, a telephone having a display, and in person.
27. (Original) The game according to claim 9, wherein the payout for winning depends upon the number of winning cell content drawn before obtaining the winning pattern.
28. (Original) The game according to claim 27, wherein the payout for winning decreases as the number of winning cell content drawn increases to obtain the winning pattern.
29. (Original) The game according to claim 9, wherein the payout to a player is increased with a corresponding increase in payment by the player to play.
30. (Original) The game according to claim 9, wherein the payout to a player for winning the game is divided among each of a plurality of winning players.

31. (Original) The game according to claim 9, wherein there may be at least one progressive jackpot.
32. (Canceled)
33. (Original) The game according to claim 9, wherein the payout for winning may include at least one of money, a credit, merchandise, and loyalty points.
34. (Original) The game according to claim 9, wherein the payout for winning money is performed by providing at least one of cash, a check, a debit card, and an account credit.
35. (Original) The game according to claim 9, wherein the payout for winning loyalty points is performed by providing at least one of a loyalty program credit and an account credit.
36. (Original) The game according to claim 9, wherein the game sessions are run continually.
37. (Original) The game according to claim 9, wherein the winning cell content is randomly chosen manually.
38. (Original) The game according to claim 37, wherein the winning cell content is entered into a computer system.
39. (Original) The game according to claim 9, wherein a game playing computer system randomly picks the winning cell content from a predetermined set of content.
40. (Original) The game according to claim 38, wherein after each winning cell content is drawn, the computer system performs acts of:

determining whether any of the game cards being played attains the winning cell matching pattern; and

determining the payout based upon the predetermined payout table.

41. (Original) The game according to claim 39, wherein after each winning cell content is drawn, the computer system performs acts of:

determining whether any of the game cards being played attains the winning cell matching pattern; and

determining the payout based upon the predetermined payout table.

42. (Original) The game according to claim 9, wherein the player manually daubs his or her at least one game card.

43. (Original) The game according to claim 42, wherein the player tells the gaming operator or computer system that the game winning pattern has been matched.

44. (Original) The game according to claim 43, wherein the player and the winning game card must be verified and authenticated by the gaming operator or computer system.

45. (Original) The game according to claim 41, wherein the player manually daubs his or her at least one game card.

46. (Original) The game according to claim 45, wherein the player tells the gaming operator or computer system that the game winning pattern has been matched.

47. (Original) The game according to claim 46, wherein the player and the winning game card must be verified and authenticated by the gaming operator or computer system.

48. (Original) The game according to claim 39, wherein a computer system additionally automatically daubs each game card cell being played in a game session containing the winning content.
49. (Original) The game according to claim 44, wherein a game playing computer system displays to all players when there is a winner.
50. (Original) The game according to claim 46, wherein a game playing computer system displays to all players when there is a winner.
51. (Original) The game according to claim 44, wherein a game playing computer system displays to all players at least one of the winning game card and the winning player.
52. (Original) The game according to claim 46, wherein a game playing computer system displays to all players at least one of the winning game card and the winning player.
53. (Original) The game according to claim 48, wherein a game playing computer system determines at least one of a game card or a player closest to winning.
54. (Original) The game according to claim 53, wherein a game playing computer system displays to all players at least one of the game card and player closest to winning.
55. (Original) The game according to claim 48, wherein the computer system automatically notifies a player of the game result.
56. (Original) The game according to claim 48, wherein the computer system automatically notifies a player of winnings.

57. (Original) The game according to claim 55, wherein the computer system notifies a player by at least one of a group including a telephone, a pager, a fax, a mail message, a television notification, a personal computer message, a handheld device, and a kiosk.
58. (Original) The game according to claim 56, wherein the computer system notifies a player by at least one of a group including a telephone, a pager, a fax, a mail message, a television notification, a personal computer message, a handheld device, and a kiosk.
59. (Original) The game according to claim 48, wherein a player may access his or her results for past gaming sessions remotely at any time.
60. (Original) The game according to claim 59, wherein the results for past gaming sessions are at least one of a win, a payout, and a loss.
61. (Original) The game according to claim 59, wherein a player gains remote access through at least one of a group including a kiosk, a phone, a handheld device, a television and a computer.
62. (Original) The game according to claim 48, wherein a player replays a past game session remotely at any time.
63. (Original) The game according to claim 62, wherein a player gains remote access through at least one of a group including a kiosk, a telephone having a display, a handheld device, a television and a computer.
64. (Original) The game according to claim 41, wherein the game sessions are run continually, and wherein advertising streams inserted into the display during the game session.
65. (Original) The game according to claim 41, wherein the game sessions are run continually, and wherein advertising streams displayed between individual game sessions.

66. (Original) The game according to claim 41, wherein the player may enter a game session through an alternative method of entry (AMOE).

67. (Original) The game according to claim 9, wherein the game and its associated game session are played using one or more computer systems.

68. (Original) The game according to claim 9, wherein the cells of each of the one or more game cards is chosen by a gaming operator.

69. (Original) The game according to claim 9, wherein the cells of each of the one or more game cards is chosen randomly by a computer system.

70. (Previously presented) A system for playing a game on a computer system, the system comprising:

- a game engine adapted to allow game players to play a wagering game of chance;

- the game engine adapted to assign one or more game pieces to each player where each game piece comprises one or more game cards and wherein, each of the one or more game cards has cells arranged in a pattern, wherein each of the one or more game pieces includes a set of game cards having a same set of game card patterns, and wherein the cells of each of the one or more game card contain content chosen randomly from a predetermined set of cell content;

- the pattern including a plurality of rows and a plurality of columns, at least one row and at least one column including a cell that contains a blank spot, a cell that contains a numbered spot, and a cell that contains a free spot;

- the game engine adapted to choose a winning cell pattern for the game session, wherein the winning cell pattern includes at least one of the cell that contains the blank spot and the cell that contains the free spot;

- the game engine adapted to draw winning cell content from a known set of content;

- the game engine adapted to match the drawn winning cell content with the cell content of each game card;

the game engine adapted to determine one or more winning game cards; and
the game engine adapted to pay out winnings according to a predetermined payout table.

71. (Previously presented) The computer system according to claim 70, wherein the game engine is adapted to notify a winning player that he or she has a winning game card.
72. (Previously presented) A computer system according to claim 70, wherein the game engine is adapted to notify a winning player the payout that he or she has won.
73. (Previously presented) A computer system according to claim 70, wherein the game engine is adapted to notify game players of winning game cards as they occur.
74. (Previously presented) A computer system according to claim 70, wherein the game engine is adapted to notify game players of the identity of a winning game player.
75. (Previously presented) A computer system according to claim 70, wherein the game engine is adapted to allow game players to view the game session proceedings as they occur.
76. (Previously presented) A computer system according to claim 70, wherein the game engine is adapted to allow game players to replay past game sessions.
77. (Previously presented) A computer system according to claim 70, wherein the game engine is adapted to allow game players to enter using an alternative method of entry (AMOE).
78. (Previously presented) A computer system according to claim 70, wherein the game engine is adapted to allow game players to pay and to subscribe to one or more game sessions.
79. (Previously presented) A computer-readable medium having computer-readable signals stored thereon that define instructions that, as a result of being executed by a computer, instruct the computer to perform a method for conducting a game, the game including one or more

players, each associated with at least one game card having a plurality of selectable content, the method comprising acts of:

providing to at least one of the one or more players, the at least one game card having a pattern, the pattern including a plurality of rows and a plurality of columns, at least one row or at least one column including a cell that contains a blank spot, a cell that contains a numbered spot, and a cell that contains a free spot;

determining, prior to a game session, a winning pattern that includes at least one of the cell that contains the blank spot and the cell that contains the free spot;

drawing the winning pattern from a predetermined set of cell content;

determining that the pattern matches the winning pattern; and

determining a payout.

80. (Previously presented) The computer-readable medium according to claim 79, wherein the act of determining the payout further comprises an act of determining the payout based upon a fixed odds of winning.

81. (Canceled)

82. (Canceled)

83. (Previously presented) The computer-readable medium according to claim 79, wherein the game session is conducted without interaction of the at least one player.

84. (Original) The computer-readable medium according to claim 79, further comprising an act of providing for an entry of the at least one player in the game using an alternative method of entry (AMOE).

85. (Previously presented) The computer-readable medium according to claim 79, wherein the act of determining the payout includes determining, from a predetermined payout table, the payout to the at least one player.

86. (Previously presented) A method for conducting a computer-based game on a computer system, the game including a player associated with a game card, the method comprising acts of:
providing the game card to the player, the game card having a pattern;
identifying, prior to a game session, a winning pattern;
drawing, by the computer system, the winning pattern from a set of cell content;
determining that the pattern does not match the winning pattern; and
providing a payout to the player, wherein the pattern of the game card associated with the player does not match the winning pattern.
87. (Previously presented) The method of claim 86, further comprising:
providing a second game card to a second player, the second game card having a second pattern;
determining that the second patterns matches the winning pattern; and
providing a payout to the second player.
88. (Previously presented) A game having an associated game session, the game comprising:
a game piece assigned to a player, wherein the game piece includes a game card having a cell pattern;
a winning cell pattern for the game session, wherein the winning cell pattern is drawn from a set of cell patterns; and
a payout based upon a payout table, wherein at least part of the payout is provided to the player when the cell pattern does not match the winning cell pattern.
89. (Previously presented) A computer-readable medium having computer-readable signals stored thereon that define instructions that, as a result of being executed by a computer, instruct the computer to perform a method for conducting a game, the game including a player associated with a game card, the method comprising acts of:
providing the game card to the player, the game card having a pattern;
determining, prior to a game session, a winning pattern;

drawing the winning pattern from a set of cell content;
determining that the pattern does not match the winning pattern; and
providing a payout to the player associated with the game card that has the pattern that does not match the winning pattern.